

BOUNCING KAMUNGAS™

by Thomas Becklund

How to Play

The object of Bouncing Kamungas is to grow melons and get them to market as fast as possible. To do so you must plant the seeds, guard the melons until they ripen, harvest them, and then drive them to market. Nature, however, conspires to make these tasks difficult.

To begin with, a freak of the Dakota environment has produced the Kamunga. It is a furball with a penchant for smashing melons. Generally Kamungas are loners, falling from the clouds one at a time. However, once they have located a melon patch, the word starts to spread and more and more appear. Be warned! Not only can they render melons into pulp, but should one zero in on your head, the results can be ugly.

Then there are the nearsighted weather snakes, another Dakotan aberration. They only appear alone, but with frightening results. Should you scare one, all the carefully harvested melons you have accumulated are spoiled and you have to start all over again. Furthermore, the pheromones released by these persnickety reptiles causes the permanent cloud cover to come down even lower! The frequent lightning bolts loosed by the clouds are even faster and deadlier as the clouds come down.

Can you be struck by lightning? Why yes, under special circumstances. To stop the Bouncing Kamungas, you must resort to holding your pitchfork up and letting them fall and skewer themselves on it. However, your pitchfork is metal and metal attracts lightning. Don't hold your pitchfork up for a very long time!

Once you have harvested nine ripe melons, you get into your trusty pre-cataclysm Fiord pickup truck and drive your produce to market. On the road you will encounter the cute but not altogether loveable Peronie. This creature crawls onto the road in the path of speeding produce trucks in order to jar loose a melon or three. Any melons that fall off the truck are then eaten by the Peronies. You won't get to see them devour your melons, though . . . It's a sight too horrible to be witnessed by mere mortals. The only way to stop them from succeeding is to drive very slowly over them. However, the faster you get to market, the more you get for your goods.

Controls

Apple Version

Boot on Side 2

Turn your disk over with the back side facing up, put it in the drive and turn on your computer.

Apple-type joystick

Moving the lever left or right controls the movement of your farmer. Pressing button 0 will raise your pitchfork, releasing the button lowers it. Pressing Button 1 plants a seed, and also harvests melons.

When you are driving the truck, pushing the lever to the right speeds up your truck, pushing it to the left slows it down.

Atari-type joystick

Moving the lever left or right controls the movement of your farmer. Pushing the joystick up raises the pitchfork, and down plants seeds. Pressing the fire button harvests melons.

When you are driving the truck, pushing the lever to the right speeds up your truck, pushing it to the left slows you down.

Keyboard

The right arrow key moves your farmer to the right, the left arrow keys move him to the left. The spacebar stops him. Pressing the "A" key raises your pitchfork. Pressing the "Z" key plants seeds. The spacebar harvests melons.

When you are driving the truck, the right arrow key accelerates, while the left arrow key slows the truck down.

Special Keys

CTRL-S — Gives you sound options, including use of the Mockingboard.

ESC — Pauses the game.

CTRL-R — Restarts the game.

Commodore 64 Version

Loading

Put the disk in the drive with the label side facing up and turn on the disk drive. Then turn on the computer. When you see the READY prompt, type:

LOAD "*",8,1

Then press F1 to play with keyboard control or F3 to play with a digital joystick.

Joystick

Plug your joystick into port 2. Pushing the joystick forward raises the pitchfork. Pulling it back plants a melon. Pushing it left or right moves your farmer left or right. Pushing the button harvests a melon.

When you are driving the truck, pushing the joystick to the right accelerates the truck and pushing it to the left slows down the truck.

Keyboard

Pressing the "A" key raises the pitchfork and pressing the "Z" key plants a melon. The CRSR up/down key moves your farmer to the left and the CRSR left/right key moves him to the right. Pressing the space bar harvests a melon.

When you are driving the truck, pressing the CRSR left/right key accelerates the truck and the CRSR up/down key slows down the truck.

Redefining the Keys

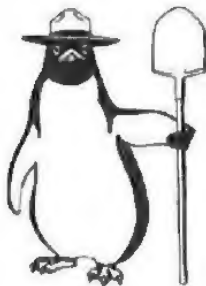
Hold down the CTRL key and press "K" to change the keys you use to control the game. You must press the key you want to control each option after each option shown on the screen. There are no symbols to show the CRSR up/down, CRSR left/right, and the space bar on the screen, although if you press these keys the computer will accept this response. After you have typed in the last key, you will return to the game.

Special Keys

F5 turns up the volume and F7 turns it down. Pressing the Run/Stop key will freeze the game. Holding down the Run/Stop key while pressing Restore will restart a game.

Disk Replacement

If your Bouncing Kamungas disk should fail within 60 days of purchase, return it to Penguin Software for a free replacement. After 60 days, please return it with \$5 and we'll rush a new one to you right away. We feel this is a fair replacement policy for entertainment software and is in line with our policy of not copy-protecting our applications software. Please help us by not copying our entertainment software and not making any copies of our applications software except for your own use as backups.



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